



Effective Game Testing

## EFFECTIVE GAME TESTING

Despite the highly technological evolution of test automation, **Game Testing** is still done manually most of the time. Meaning that it doesn't provide an efficient approach to get everything properly covered.

Therefore, we have developed an **Effective Game Testing** strategy, derived from a well-structured and systematic approach, the use of modern day test automation framework(s) and **seamless integration with your agile process**.



*We change the way game developers think about testing*

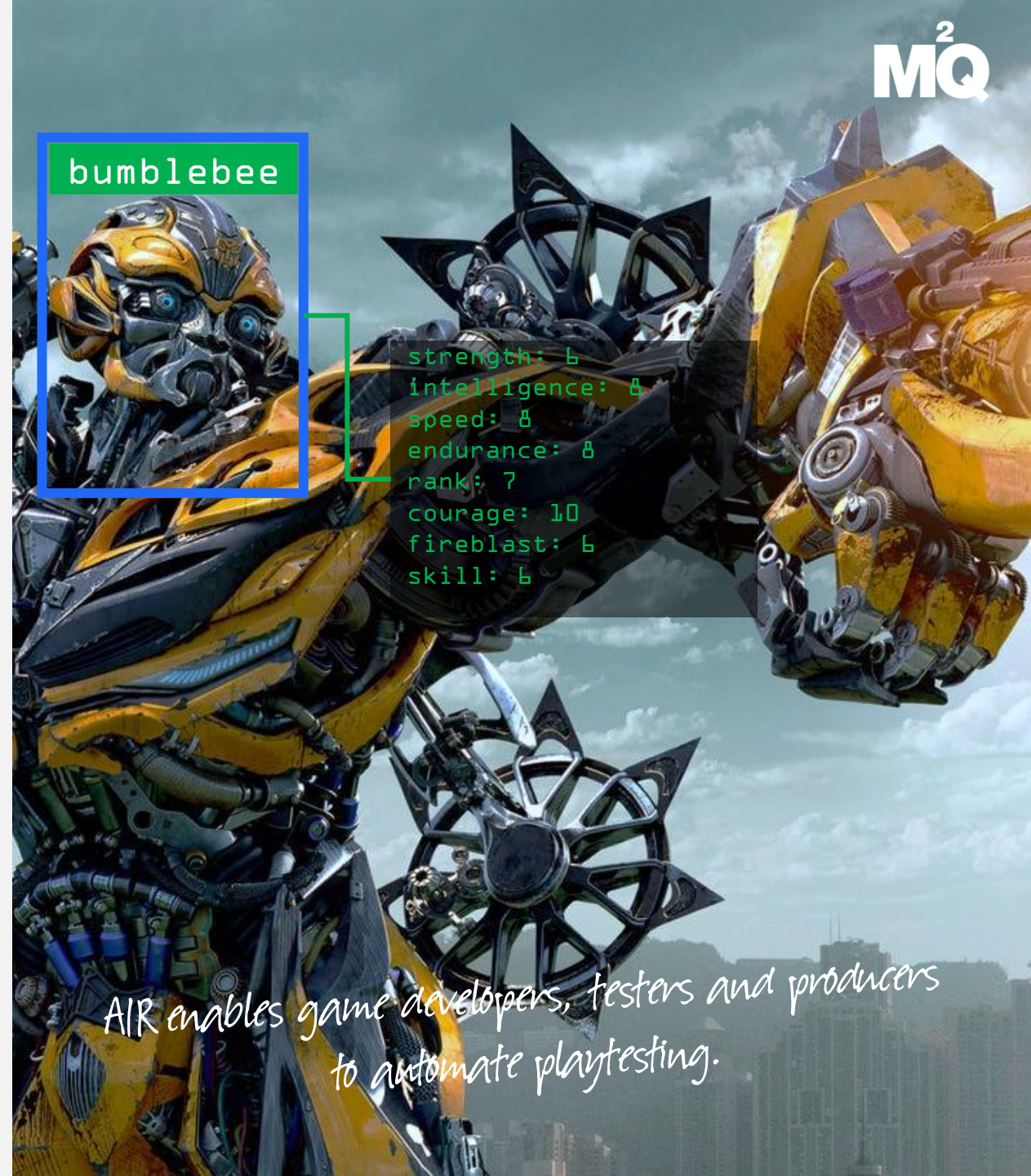
## CONVENTIONAL PRINCIPLES, NEW TECHNOLOGY

One of the biggest misconceptions among game developers has been that test automation frameworks do not comply to game testing.

Where certain native UI elements, Screen IDs, Xpaths or other characteristics cannot always be identified right away...

There are frameworks that provide more than excellent ways to test mobile games. For example, by using [Advanced Image Recognition \(AIR\)](#).

By utilizing these technologies, we enable video game developers, testers, and producers to [automate playtesting](#). This, in turn, improves their time to market, test coverage, and overall quality revenue.

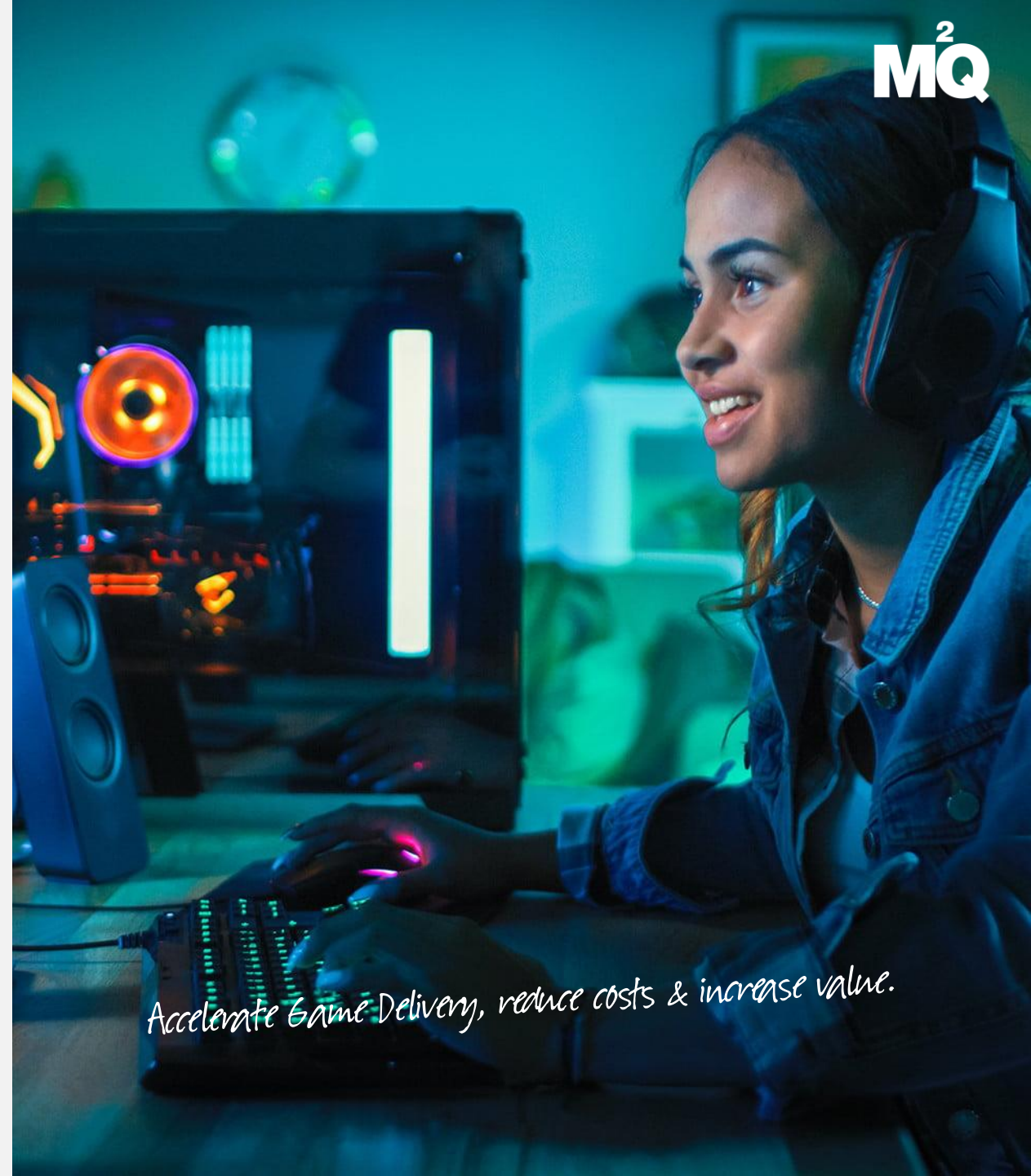


## WHY GAME AUTOMATION?

Saving time is one of the biggest benefits of Game Automation. The savings in time translate to quicker delivery times for the game in general.

Next to that, with the human factor removed there are bound to be fewer mistakes. Results are guaranteed to be accurate as well as to save time.

Test automation becomes a **must-have part of game development process**.

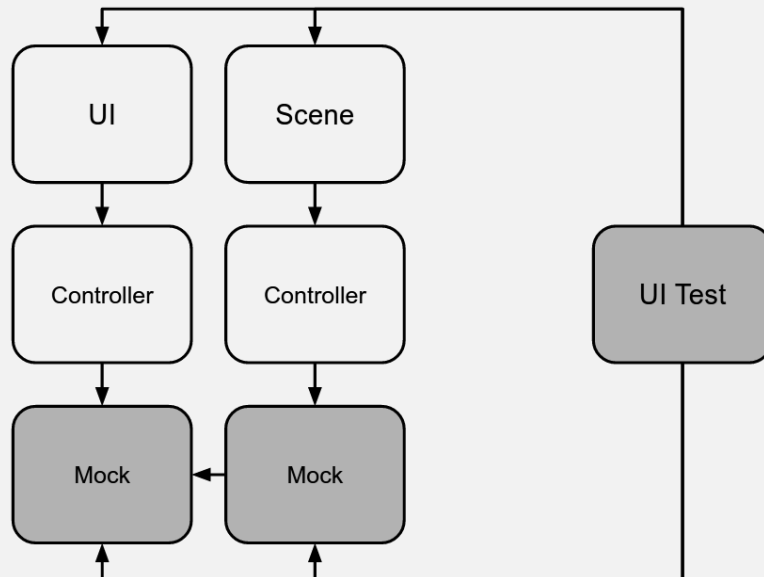


*Accelerate Game Delivery, reduce costs & increase value.*

## HOW DOES IT WORK?

We have built a Sikuli and AutoGUI implementation into our automation framework that proved to be flexible, easier to configure and maintain comparing to ready-to-go solutions.

We apply a Unit-test inspired approach of logic layer separation and component mocking. Therefore Game Automation development can be used as a part of the product code by the same team of developers.



*We are able to automate the most repetitive gamers actions, keeping the quality high, increasing the speed your services.*

# PRICING



\* Prices do not include the creation of exportable documentation, user stories, test cases and/or other desired artifacts excluding those listed in the pricing tables.

\*\* Script credits are used when updating an automation script to conform with reworked or new functionality. The price of €550 translates to one valid credit. Depending on the workload, one or multiple credits will have to be purchased in mutual agreement.

## PROOF OF CONCEPT

### €2000 Fixed Fee\*

- 1 Game Level
- 1 POC Report
- Top 10 defects/improvements identified
- Framework basic setup complete
- Presentation

## FRAMEWORK AS A SERVICE

### Pay-as-you-go\*

- €750/month
- Free updates

## AUTOMATION AS A SERVICE

### €1000 Subscription\*\*

- Monthly Subscription
- 1X Pilot fee: €1000
- Script Credits: €550/credit

# WORK TOGETHER?

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